



**2020 Vidya Gaem Awards**  
Final Speeches

## **IP Twist Award for best implementation of an old franchise - Half-Life: Alyx**

Despite all that extra baggage and an entry fee starting at ONE THOUSAND US DOLLARYDOOS, you voted that yes, it was \*somehow\* worth the weight.

True to its predecessors, Half-Life Alyx is a lonely, atmospheric trudge through rust and rot- filled with cornered alien fauna that really doesn't want to be there, and contrasted by some form of military that really doesn't want \*you\* to be there. The gaps inbetween are dotted with some more-or-less STEM-themed puzzles, and once in a blue moon, a memorable character or two will show up to break the oppressive mood.

Ya like MOOD? City 17 is back in all it's dilapidated soviet glory- but you'll be taking the scenic route through a quarantine zone where the Combine is actively hosing everything with organic terraforming coom, resulting in meaty, xen-like biostructure.

Ya like THINKGEN? Navigating this mess of slav garbage and breathing walls presents similar environmental challenges to previous games- however box-stacking, see-sawing (monkey/physprop) puzzles are gone entirely. In their place are spatial, holographic minigames representing conduit-rewiring, lockpicking, hacking, and bomb defusal. If Gordon was a cart-pusher with a gun, Alyx is a cable guy... with a gun.

Ya like shootin' at COOL ENEMIES? Headcrabs got fat as fuck and ragdoll themselves around the enviornment.

Ya like GOOD CHARACTERS? This guy's alright, this Vortigaunt is the fucking best, and the returning cast like Eli? It's kind of like standing in a room with a living meme.

There are compromises for the format, sure. One of Half-Life's oldest marketing catchphrases was 'Run, Think, Shoot, Live'. And unless you happen to live in a warehouse, poor 'Run' absolutely took one for the team here, along with the accompanying stretches of open space. No high-speed, clangity-clang melee either.

However, barring technical complaints, the larger concerns from players more or less seem to end there. So good job,

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Valve! By all means, this should have been the one to launch Half-Life into irrelevancy over by poor ol' Mr. Nukem, but instead- it's just good video games.

## Most Hated Award for most hated game of the year - The Last of Us Part II

Oh, how the mighty have fallen. For three console generations, Naughty Dog established themselves as frontrunners of both ground-breaking technical achievements and cinematic mastery. However, while The Last of Us made quite the splash when it dropped towards the end of the PS3's life, the praise it received was largely directed towards its story and graphics, NOT gameplay.

Riding the tail end of the "zombie survival" trend, The Last of Us earned a slew of praise, and a mountain of awards, in large part due to Naughty Dog's attention to detail: through subtle world building and visual storytelling, they delivered an affecting character drama set against the backdrop of a gritty, depressing world that made everyone feel like shit. In other words: it was the vidya-equivalent of Oscar bait.

Seven years later, however, Neil Druckmann managed to go a step beyond making us feel just how horrible their world was by... making us feel just how horrible their world was. Just, you know, in a different, unintended way. In the end of this 25-hour slog of self-induced misery, Druckmann's penchant for torture porn really put the player in quite an uncomfortable position, one that could only have been even more awkward for the developers who had to sit there recreating the company-mandated Liveleak gore videos he probably emailed around the office. "Check out this manga," Neil probably texted the mocap director, who had been awake for 35 hours at that point, "at the end, a dude puts her baby in a blender lmao."

While The Last of Us as a series has never really been defined by its gameplay, at least the sequel has a solid story and well-written characters to fall back on, right? Well, what do you get when you take a game with mediocre gameplay and a great story and strip away the story while simultaneously taking a dump all over the original? You get... this. A game that sits you down and shovels an entire day of misery down your throat with no payoff. A game that goes out of its way to destroy the main appeal of its predecessor. A game that sets up the most hateable character imaginable, and then forces you into her shoes for the next ten hours. A game that revels in making you do

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horrible things and then chastises you for doing them. A game that /v/ voted the most hated game of 2020.

So to Neil and his three remaining employees, good job. Add this award to your pile, you didn't even have to pay for this one.

## Least Worst Award for least worst game of the year - Hades

Let's go back in time for a little bit. The /v/gas, this humble award show started all the way back in 2011. We had dreams in our eyes and shitposting in our minds. Ten years ago, Bastion swept this award show and ruined our reputation for a generation to come. And now Supergiant is back to fuck us all over again.

Ultimately, there's no better way to describe Hades than as a better Bastion. Or to describe Bastion as a worse Hades. Either one works. But Supergiant realized what they had done right, what they had done wrong, and made both of those results even better. For once as well, "early access" wasn't just a label that excused a company from getting paid for a broken product, and instead actually let the devs listen to feedback and organically evolve the product to what it is today.

Hades' boasts faster gameplay than its predecessors, stars a cast of characters that actually feel as though they have a personality beyond just what you're being shown, and gives you a roguelike experience that focuses on accentuating your chosen playstyle, rather than incrementally improving your assigned template.

While it took a while to go from release to launch, it really shows just what kind of shine can come from a title developed out of passion instead of greed. Hades took everything Supergiant's fans had come to know and expect over the years, and delivered a true love-letter that perfects their previous formula. To fans of Bastion, it'll feel like a welcome return home, and to anyone else, one of the most well-conceptualized roguelike games ever made. So thanks, Supergiant, we're looking forward to another decade of being labeled as shills.

## **Blue Checkmark Award for most pointless controversy - Space Buns**

Only fitting that this year's most pointless controversy stems from Twitter, the one site that has somehow managed to usurp 4chan as the asshole of the internet. And all of this comes from fucking Animal Crossing of all things.

To catch anyone who doesn't rightfully look into these things up, all of this started when someone posted a picture of their character sporting afro puffs in Animal Crossing, and mistakenly calling them "cute space buns." And... yeah, that's pretty much it. That's actually everything to this. The girl got harassed, received tens of thousands of angry replies, supposedly had her information doxxed, and ended up deleting her account. Yeah I'm not fucking making this up.

Keep in mind, these people are complaining about racial identity being erased while playing as an amorphous blob with an orange triangle for a nose. Honestly, I'm really not sure what there is to say about this, even Nintendo responded to the poster's query, telling them any clothing and hair style can be used by anyone.

While I really couldn't care less about animals and them crossing... whatever. I just wish Twitter just SHUT THE FUCK UP FOR ONCE. FUCK!

## **"Hello, Fellow Posters" for Most Blatantly Promoted Game - Raid: Shadow Legends**

Hello, once again, you absolute legends. Before we get to the winner, we'd like to take a minute to mention this show's sponsor: Raid: Shadow Legends. Raid has smashed the mobile market this past year with detailed models, beautiful environments, and a smooth 60 fps gameplay experience. Raid: Shadow Legends ensures the highest-quality mobile experience that competes with consoles, and PC as well.

Every champion can be customized with tons of unique gear and ridiculous skills, to help you plan out your perfect party and conquer your foes with strategy. With over 50 million unique downloads, over one and a half million reviews, and a near-five star rating on the Google Play store, Raid continues to grow by the day. And if you join now with our special offer, you'll receive 50,000 silver and a free epic champion.

Download the game now, and look for our clan by searching "VIDYA." Good luck, and we'll see you there. Now, back to the award. The winner of this 2020's "Hello, Fellow Posters" award is Raid: Shadow Legends. Raid has\* smashed the mobile market this past year with detailed models, beautiful environments, and a smooth 60 fps gameplay experience. Raid: Shadow Legends ensures the highest quality mobile experience that competes with consoles, and PC as well.



## **Plot and Backstory Award for Best Representation of Women - Helltaker**

It says a lot about a man who's willing to make an entire game dedicated to his extremely specific fetish. It says even more about the man who nominates it for an award specifically because of that dedication to the fetish.

Helltaker's quest for a harem of women is reminiscent of my own adventures. Plunging deeper and deeper into the bowels of Lord-knows-what, or who, on a never-ending journey of getting absolutely fucking smothered by thick-thighed, business professional demonic women.

Living up to the term "free-love," Helltaker as well offers you this experience for the low, low price of absolutely nothing, you too can journey down to the depths of depravity with the sole intention of getting fucked. Hell, you'll probably be coming out with a profit after you make your deposit into the spank bank.

I guess the Poles really do know their sausage.

Oh, game's pretty fun too I guess.

**Van Darkholme Award for Best Representation of Men -  
Yakuza: Like a Dragon**

Yakuza's back with a splash, one that smells suspiciously similar to the sweat dripping down these big, girthy bodies. Laying it all on the table hot and heavy, Sega hit the reset button on everything you knew about the series, starting first with a brand new character.

Kasuga's spunky attitude and youthful demeanor is a refreshing change of pace compared to the stern personality of Kiryu, who still makes an appearance, as if the developers knew you'd need even just a taste of him to stay hooked.

Unsheathe your katana, go get a few tattoos, and chug down a bottle of sake, because this entry's raw, unfiltered man musk is about to stuff itself right into your little gamer hole, and let me tell you from experience, it doesn't go back to being tight afterwards.

Hope you like dragons, cause Ichiban's dragon his nuts across your face from the very moment gameplay starts.

## **A E S T H E T I C S Award for Best Visual Aesthetics - Hades**

Supergiant is definitely no slouch when it comes to striking visuals. Pretty much all of their games have had some unique art elements to them, and while Hades certainly continues that trend, the devs took this title in a different direction entirely, ignoring their usual painterly visuals, and opting instead to go with what can only be described as a comic book.

Utilizing broad, thick outlines, heavy use of color contrast, mastery of hard shading, and some of the most unconventional character design I think we've ever seen in a piece of Greek-inspired media, Hades looked back on Transistor's lighting-dependent art style, and completely flipped the formula to compensate for the speed of the game.

Hades may not scream "Greek Mythology" but it's definitely up to the standards of "Supergiant Fantasy." It's really something when a company manages to drop such a distinct style, and still come out so instantly recognizable.

## **A S S T H E T I C S Award for Worst Visual Aesthetics - Warcraft III: Reforged**

Warcraft III has been fully functional for 19 years. All they have to do is replace the models, something that the custom game scene has more than proven over the years is possible. Sounds like a simple task, right?

Then Blizzard took a fat shit on every shining accomplishment the original game had boasted, and joyously declared "Job's done!" \*

In true modern Blizzard fashion, the company decided to take a game that was designed entirely around the art style itself, throw all of it out the window, outsource their models to some literal-who Malaysian company, and turn on fullbright like it's some kind of unholy Half-Life mod. As a quick reminder, they advertised the re-release with a completely updated cutscene from the classic game. That wasn't in the final release. They remade the intro CG cinematic. And just that one. Hell, they even fucked up the menus.

We're focusing on aesthetics here, so you'd think gameplay would stay out of this discussion, but even that's not the case, since even the classic graphics got fucked up in the update.

Do yourself a favor; install an old version of the game, and never update it. Even the original copies aren't safe from this trainwreck of a remaster. The Warcraft 3 you've known and loved for 20 years is gone, best to cast it aside and Frostmourne its loss.

## Seal of Quality Award for Biggest Technical Blunder - Cyberpunk 2077

You were waiting for it, and sure enough it's arrived. CD Projekt's foray into the future has somehow ended up even more of a dystopian nightmare than the world they're trying to portray. It's like they looked at the ending to Human Revolution and said, "Damn, this is cool as hell. Let's make an entire game about technology bugging out."

Now, there's plenty of areas we can go into depth with when it comes to technical blunders with Cyberpunk; performance, behavioral, *external*, yeah, *external*. As in save corruptions. Save corruptions that took 8 weeks to patch out. Know what caused it? Save file bloat from tagging your items as crafted. How on earth does that even happen? How does a game delayed three times after an 8-year development, and still manage to release on consoles with a single-digit average framerate? Hell, how does a company say, without even a hint of irony, that they have the most organic city of all time, knowing full-well that people just hop out of their car and uniformly cower in place the second they hear a gunshot or explosion.

There's no real way to excuse it, especially when your game is 70 gigs on launch, with a day 1 patch more than half that size. It's abundantly clear that CDPR got a bit too big for their britches after their success with The Witcher 3, and with the absolutely staggering amount of years they invested into this game, you would think they would have more to hype up than out-of-place e-celeb cameos and penises. Remember though, in the end, CD Projekt Red is Polish, and there's a reason why Eastern European games are called Eurojank.

## **New Challenger Award for Best New IP - Hades**

The magic of Supergiant seemed to have faded a few years back, after Transistor, things sort of went quiet for the folks over there. But behind the scenes, they were scheming up the ultimate... whatever the hell genre their games are.

While Bastion was good, and Transistor was competent, Hades manages to excel in everything those two titles tried, and then some. The gameplay and story mesh well, providing consistently smooth and customizable combat styles, and combining that with the replayability a Roguelite game brings to the table gives us a title with, perhaps not as much replayability as other Roguelikes, but a much larger impact that seems to resonate with far more players than a traditional, more narratively shallow entry in the genre would otherwise.

In a market oversaturated with sequels and remakes, it's refreshing to see an indie dev so set on reinventing the wheel with every game. None of the games are truly too different in the end, but focusing on interaction instead of advancement proves they know how to keep their games interesting.

## **Fahrenheit 2020 Award for Best Writing - Yakuza: Like a Dragon**

Yakuza has always been prone to some very clever and talented writing; as a series that juggles comedy and tragedy ought to be. Besides seamlessly swapping between the two tones, Sega also made sure to implement older aspects of the series like reoccurring towns and characters in restrained, respectful manners, giving a nod to what came before and fitting it in with the present happenings, wrapping it up with a cohesive adulation.

Even looking past the prior entries, Yakuza: Like a Dragon is still able to stand on its own two feet, with the same juggling and nods as before, while adding in a whole slew of things that give the game a more unique and fresh feel.

Keep in mind the writing doesn't just stop at character interactions, which there are plenty of, but even extends into the silliness of the series as well; lyrics for karaoke songs, bizarre, comedic scenarios that don't really translate well to Western humor, hell, even a quest where you fight a giant Roomba. What can we say; it's Yakuza writing. It wasn't broken so they didn't fix it. They just improved upon it.

## **JPottery Award for Worst Writing - The Last of Us Part II**

As if straight out of an entry-level college course, Druckmann and his team set out to create the most uninspired revenge plot possible. Naughty Dog started this endeavor by retconning the previous game's writing, and using that retcon to set up possibly the most hateable character of all time. Then they make you play as them, and in exchange, sets up the previous character you played as yet another "most-hateable" character of all time. Then makes you play as them again.

Like, we get what you were going for, Neil, we do. You wanted to show that deaths aren't always glorious. You wanted to show the gritty, savage nature of humanity when survival and revenge are on the table. But you didn't set up two characters with unique stories and motivations, you set up two absolutely unlikeable bitches that we want nothing to do with, then gave them both an entourage of obnoxious pests to follow them around like a swarm of mosquitoes you just can't escape from.

In your attempts to portray the raw, unbridled fury of humanity, Neil, you managed to forget possibly the most important aspect to video games: we pay \$60 for these fucking things, we want to come home and unwind for a few hours and have some fun. Why would we ever pay that much money just to be miserable? There's not even a payoff! Like, honestly, what did you expect?



## Guilty Pleasure Award for Game I Like That /v/ Hates - Demon's Souls

How fucking weird it is to write a speech about how much /v/ hates Demon's Souls. Look, I know, I know, it's a remake. The laziest form of re-releasing, just behind remastering, but it's easy money for From Soft that I'm sure they'll definitely put into Elden Ring when it eventually comes out, right?

Well looking at Bluepoint's handiwork, it becomes immediately evident why this game is at the top of /v/'s shitlist. Nice designs don't really mean anything when they're generic and clashing with the original art style. The remake is just lacking the original game's charm, and hell, some of us liked the jankiness of the game, it complimented the refreshingly new mechanics at the time.

Look, at this point, the 2009 game can be compared to a finely-printed vinyl record. One that took six hours to set up on some obscure record player that shipped from the asscrack of the world. It's got some scratchiness to it, some grit in the sound, but it's part of the experience, and one that you can't beat. And while /v/, being the hipsters they are, can't stand the idea of listening to their once-favorite album on a digital format, some people care more for the music than the experience itself. And you know, that's just fine.

### Hyperbole Award for Best Trailer - No More Heroes 3

I'll be honest with you guys, I think when you voted for this trailer, you were probably thinking about the E3 2019 trailer, and not the one that actually came out this year. But I could always be wrong, after all you all have had an appetite for Travis to return in a mainline game for a decade now, and Suda 51 has finally responded.

It's all here, Travis Touchdown's sexiness being punched up by Robin Atkin Downs, the cast being punched up by our favorite passing assassin and our expectations being punched up by second-for-second in engine fuckhead fisting footage.

Actually, now that I think about it, 2020's trailer revealed the first two games being ported to Switch. Maybe you guys just voted this trailer because you really, *really* liked the first two games.

## **Kamige Award for best erogé - Rance 01 + 02**

In a world where every other porn game is made via RPGMaker, Unity, or Honey Select assets, props to AliceSoft for shooting straight and delivering proper games for 30+ years. While Rance 02 suffers from being a bit too faithful, 01 on the other hand removes most of the tedium from the first title, and adds some of the extra features from later titles to spice itself up even more.

Furthermore, swapping out the boring exploration of the original for an actually pretty nifty little card game keeps the experience fresh, with the bountiful encounters and hilarious misfortunes that get thrown at you constantly.

Some would say the art lacks the dithered charm of the originals, but it's a faithful enough adaptation for a younger generation, so I can't really complain, it could have been so much worse after all. Either way, it's nice for us non-Nihon speaking Westerners to finally have a way to experience the origins of this series without having to spelunk through the wiki.

The series may have finished in Japan, but with the translation for Rance Quest Magnum and Rance X in the distance, I'm sure it'll be popping up here for a good few years to come.

## Kiryu Award for best character - Ichiban Kasuga

The team behind Yakuza hit a good balance with Kasuga. He's passionate and loyal, while still managing to maintain a goofy, lovable side to him. As though he were created in a lab by splicing together the genes of Kiryu and Majima, Sega knew it would be a huge risk to replace the 20-year protagonist with a new character, but in the end it paid off spectacularly.

Like a child staring out the window on a long car ride, Kasuga is a massive loser who is obsessed with video games to the point where he imagines himself in everyday scenarios as though they were scenes from Dragon Quest.

From hunting down series sidewalk-pissers to beating down enemy gangs with trash can lids and dildos, Kasuga must have made one hell of an impression on you guys, considering you even voted him above Kiryu. Let's hope we'll be seeing more... wait, what the hell?

**(Editor's Note: "[Ichiban Is Number One](#)" plays after this speech)**

♪ They said the games were through  
They said it could not be done  
They said that Kiryu could not just be replaced

But with a suit and goofy grin  
The fans all let him in-  
To their hearts and found their fears were misplaced

He's not the hero  
That we expected, but maybe he's the one we need right now  
Take a risk or two, start anew

Ichiban is number one!  
No one else that it could be, Professional hero just for fun  
and then some

Ichiban is number one!  
No one else that it could be!  
Kiryu passed him the torch and he can even use Majima's  
lightning

Yakuza naysayers can have their own opinions but  
Kiryu's in second place, and this game has earned its acclaim

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So for now, Ichiban is number one 🎵

### Scrappy Doo Award for Worst Character - Abby

You guys must really have hated this game. I mean, the top three choices were all from The Last of Us. But you picked Abbey out amongst the crowd, so perhaps we should sit down and analyze that. What is it about her that stands out?

Well, look, I know you guys don't care about e-celebs, let's just discuss one single quote from Yahtzee: "This game is about shitty people taking the most irrational course of action." Now, Abby does a lot of senseless killing and violence, like Ellie, that elevates her to at least a sociopathic state. But Joel killed a lot of people too, so what's the real problem here? Well, it's two things; first impressions and sympathy.

Our first impressions of Joel and Ellie were more about understanding what made them tick and their general reasoning, so we could grow to understand them and why they did what they did and made a lot of selfish actions. Abby's first impression was taking Joel to the driving range in the sky, which immediately makes her public enemy number one in the player's mind.

Getting back to the second issue at hand, Naughty Dog tries (and fails) to force us to understand Abby's logic and reasoning. Even when throwing us into her shoes, we're still left dumbfounded what on earth would cause her to behave the way she does. She never even stops to reflect upon her actions, or tries to understand the consequences of them, like Joel did in the first game. This isn't irrational hatred, it's common fucking sense to dislike psychopathic maniacs.

Look, we've ranted long enough. You could write a college thesis on attempting to decipher what in the hell Neil was trying to make us think when writing her character, but any attempt at a serious analysis is just going to get you labelled a "hater" or something stupid on his Twitter, so we won't bother. She's a fucking joke of a character, end of discussion.

## **The Little Game That Could Award for Best Game Nobody Played - Carrion**

You guys really fucking liked games about hell this year. Doom Eternal, Hades, Helltaker, and now this? Well in Carrion you're not just in Hell, you are Hell. Slither around as a monstrous blob, consuming everything in your path with a ravenous anger as you head downstairs to your parent's basement where you can play Carrion, and slither around as a monstrous blob in-game instead.

With stunning pixel-art graphics and a fantastic physics sandbox to play around in, you can enact your dream of being in a JOHN Carpenter movie. Navigating around a research lab, powering up and tossing about anyone who gets in your way, the blob ignores what little story there is and focuses on what's truly fun; ripping literally everything in half.

Hopefully this award inspires some of you to go back and pick up the game, and perhaps some of the other nominees, if even just to experience the physics and visuals for yourself.

## PIXELS ARE 8RT Award for Most Pretentious Indie Game - Tell Me Why

(Editor's Note: Sing to the tune of Backstreet Boys' I Want it That Way - Please use [this](#) as a background song)

🎵 Journos adore thee  
But I'm still snoring  
Believe when I say  
I hate this vidya game

Deep in Alaska  
Your choice won't matter  
DONTNOD, Made "Life is Strange"  
Zoomer Adventure Game

Tell me why  
They made this game like TV

Tell me why  
A sitcom but in 3D

Tell me why  
The most pretentious indie game  
at these /v/GAs 🎵

## Haptic Feedback Award for Best Gameplay - Doom Eternal

Let's not mince words here; we all know why this is here. There isn't anything majorly complex about Doom's combat. Everybody knows it; rip and tear. But at the same time, that's the beauty of it; its simplicity.

There's been a strange trend in recent years where developers seem keen on shoving a million pointless mechanics into a game just to try and give you the illusion of having stylish combat, but really, why would you ever use those stealth options when running in guns blazing is faster, and even more efficient?

Doom doesn't dress it up. You go in, you kill, you move on, repeat. That's it. Fast-paced shooting, ripping demons in half with your bare hands, and this time you can fly around the map with a sword while doing it.

"I must kill the demons," you tell yourself. But no. You are the demon.



### **Best Game of 1990 - Super Mario Bros. 3**

(Editor's Note: This is a segment from Bob "Moviebob" Chipman's Book, [Super Mario Bros. 3: Brick by Brick.](#))

My grandmother's funeral was early this morning. Things were... difficult, but the service was beautiful and everyone kept their composure as best they were able. As mentioned earlier, I'm a complete and utter social wreck in these situations - I couldn't make it all the way through the wake yesterday, even - so I was in no (psychological) state to attend the post-burial "let's all eat potluck and somberly socialize" business afterwards.

I justify my emotional cowardice by telling myself that my main concern is not offending/disturbing anyone else with my angst, which is true... just not as true as I'd like it to be. In any case, fate provided a solution: on top of everything else, the air-conditioner in our home - which is ancient enough to have a beige housing and faux-wood-paneled faceplate but which Dad has convinced himself is "only a few years old" and easily fixable - finally gave up the ghost after years of erratic functionality.

So, while the rest of the family was off to share grief in the manner of psychologically-healthy human beings, I was off to buy, set up and install a new AC. If nothing else, when we were all (inevitably) still sad later on, at least we weren't also miserably hot and sweaty.

Life will go on, in any case. It's only now starting to dawn on me, with the weight of today now (starting) to recede, that my impending move is also fast-approaching. Given that so much of this SMB3 Project has been about nostalgia, I suddenly realize just HOW utterly wrong it would be for me to finish this playthrough somewhere other than this house - my childhood home - where all the others that led up to it were played.

There can be no equivocating now. No "well, it'll be fine if the last few bits are done somewhere else later." I will finish this before I move.

Bob Chipman  
Thursday, June 21st, 2012

## **/v2k/ Award for Best Game of 2000 - Deus Ex**

(Editor's Note: This speech requires two voice actors. Please have them recreate the dialogue in both tone and fluctuation in Deus Ex's intro [here](#). You can just use this scene as the speech's gameplay footage.)

**JOHN C:** Your nomination to the /v/ga's should be finalized within the week. I've already discussed the matter with the Janitor.

**DUKE:** I take it he was agreeable?

**JOHN C:** He didn't really have a choice.

**DUKE:** Did he do it for free?

**JOHN C:** Oh yes, most certainly. When I mentioned everything Deus Ex predicted about our modern hellscape, he was so willing it was almost pathetic.

**DUKE:** This game, the rioting has intensified to the point where we may no longer be able to contain it.

**JOHN C:** Why contain it? Let it spill over with endlessly quotable dialogue, let the levels open up and the gameplay spill over into the streets. In the end, they'll beg us to vote for it.

**DUKE:** I've received reports of armed attacks by contrarians. There's not enough immersive sims to go around, and /v/irgins are starting to get desperate.

**JOHN C:** Of course they're desperate. They can smell their death, and the sound they'll make quicksaving will serve as a warning to the rest.

**DUKE:** Mmm. I hope you're not underestimating the problem. The shitposters may not go as quietly as you think -- intelligence indicates they're behind the problems in /v/.

**JOHN C:** A bunch of pretentious underageb&s playing at running the board. But the board left them behind long ago. We are the future.

**DUKE:** We have other problems.

**JOHN C:** Mods?

**DUKE:** Formed by administrative order after The Fappening on /b/. I have someone in place though. I'm more

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concerned about Hiro. He's relocating to Mootexico.

**JOHN C:** Our dedicated VPNs are far in advance of their mod tools, as is our interracial porn bots, and their... big black cocks have allowed us to rile up half the site on boards they don't even moderate.

**DUKE:** The /v/ offsprings?

**JOHN C:** Among other boards, but I must admit I've been somewhat disappointed with the performance of the other awards.

**DUKE:** The retro awards should be online soon. They're currently undergoing rigging and should be streamed within six months. My people will continue to report on their progress. If necessary, the 2000 award will go to us.

**JOHN C:** We've had to endure much, you and I, but soon there will be order again, a new age. Moot spoke of the mythical Best Game of 2000 Award. Soon that award will be a reality, and Deus Ex will be crowned its winner. Or... better than its winner. Its God.

## **Humble Award Bundle for Best Game of 2010 - Fallout: New Vegas**

You feel that, pardner? That's the sound of the warm, dry winds of the Mojave wasteland, bringing in all the memories of the factions we picked, the companions we got to know and sweet unique weapons we found along the way.

New Vegas being favored by /v/ is pretty much a meme at this point, but it's not an unwarranted favor. As much as people on /v/ itself like to make fun and say that we only care about whatever flavor of the month AAA game, we still have the same threads about how Benny is a pussy, how much cooler E-DE is in comparison to Rex and how much we love/hate Dead Money.

New Vegas is all /v/ wants in a game: It fulfills what the story needs, it has enough gameplay and mechanics to entertain us with several different builds, different endings that are actually decided through your actions throughout the game, etc.

It's a bit sad, in a way, that a game that is simply competently made (bugs and glitches aside), well written (and moddable is enough to be considered upper echelon in this current game scenery. To you New Vegas, under the bright blue moon, we cheer.

## Good Deed Award for Biggest Redemption in Gaming - No Man's Sky

Five years ago, No Man's Sky came out on a hype train riding through the stars. Unfortunately it very quickly crashed face first into the first celestial body in its path. Lambasted by /v/ and Reddit alike, it was as if the entire collective internet came together to laugh at this game and how horrendously it failed to deliver on its promises.

But now? It's honestly not a stretch to say it's become one of the best bang-for-your-buck games on the market. With consistent free content patches bringing new experiences and swathes of bugfixes, the game has managed to gather an extremely dedicated following that can actually play together finally.

It's pretty clear after everything was said and done that Sean Murray wasn't a lord of lies like Todd, he was just a guy who got a bit in over his head when talking to press, and didn't stop to double-check whether his promises were feasible. But props to Hello Games, they took the criticism like champs, buckled down, and decided to set things right.

And honestly? Right now that's a very welcome change of pace. Let it live on as a sign to devs that they don't need to just pump and dump games. Spend some time focusing on the wrongs and rights, and reward your community for their dedication, and in the end, it'll come out alright.

Now, /v/. Apologize.

## Crimes Against Gaming - China

China's motto is "Serve the People", yet they only serve themselves to their growing power on the world stage, and it shows how Western game developers are forced to decide between bending the knee or depriving themselves of their largest market share.

Financial bankruptcy at worst, moral bankruptcy at best. At least three other nominees from this category were either influenced or caused by China, from increasingly predatory gacha mechanics, to having major western companies bend the knee to Tencent because of their user majority consisting of Chinese players, to being ground zero for Covid-19 itself.

The unfortunate fact of the matter is, China's large market share of people is just too appealing for big companies who want all that Yuan, and so their political shenanigans seep into the gaming world, including their shameless censorship and predatory gacha mechanics among other violations of consumer rights.

China's here to stay, there's no changing that sadly. All we can hope is that some kind of miracle happens that suddenly makes it unprofitable to focus on them as a market above your Western fans. But considering how high their tolerance for shitty practices are, I think that's a long, long way's away.

## Awardgate for Worst Fanbase - Reddit

There is no userbase that is more self-aggrandizing, hopelessly unfunny, and shameless than the hordes of teenagers and manchildren constantly circlejerking their upvote buttons and reddit gold awards.

Like leeches, they swarm on any game or company that appeals to them, sucking any sort of nuanced discussion out of them by putting it on a pedestal and sucking it dry. Every main subreddit is made up of power users circle-jerking each others' "hot" takes, power-tripping mods that ban any sort of dissent unless they personally agree with it, and casuals with no sense of taste or reason brainlessly upvoting posts that don't need it.

"Does anyone else think that The Witcher 3 is the best game ever?"

"Hey, check out this cool Skyrim meme I stole!"

"Look at this Zelda cake my girlfriend baked me for my birthday!"

EVERY SINGLE POST, REGURGITATED OVER AND OVER AGAIN AD NAUSEAM. NOT EVEN THE NICHE SUBREDDITS ARE FREE OF THIS SHIT. GOD I FUCKING HATE REDDIT. FUCK.

## Smug Pessimist Award for Most Disappointing Game - Cyberpunk 2077

Oh my god, who could have possibly seen this coming. This is unheard of, I'm shocked and devastated. Let me try to gain my composure. Okay, I'm ready, let's go.

Another year, another flunk. It's practically expected now that at least one big game each year will disappoint absolutely everyone and their moms with some buggy piece of shit launch. Somehow, CD Projekt managed to completely evaporate eight years of hype and respect from their fanbase seemingly overnight. It takes legitimate skill to accomplish something like that.

Let's take a step back and consider what we were supposed to receive: Next-level graphics, AI driven storytelling, a world hand tailored to be the cyber and/or punk experience you could have possibly imagined. A tale of strife as you climb your way up to the top of the sprawling neon lights and dark, gritty streets. Flying cars, street walkers, police beating down even a simple jaywalker, all within the confines of a perpetually midnight city of lights.

But no, this is the white-collar crime of cyberpunk. The most milquetoast imagining of a dystopian world possible. As if they pulled half the map from GTA 5, desert included, added an occasional car that flies through solid buildings, and slapped some wires onto your wrist and called it a game.

What a shame. Even Keanu couldn't save this trainwreck of a game. Oh well, cut out wall running, let's get Alanah Pearce in the studio instead, maybe another e-celeb cameo will save the game.



## **!votemap Award for Best Map/Level/Arena in a Game - de\_dust2**

We've all been here, we all know the ins and outs, we all have our preferred routes, and we've all rushed B. Whether playing serious, or dicking around with friends on a community server, Dust's layout, visuals, and chokepoints compliment all playstyles, and because of that, it's outlasted every other map in both memorability and playability.

You remember it from 1.6. You remember it from Source. You play it in GO. There's a reason why Valve has a server dedicated entirely to it. It's ageless. It's timeless.

## Ocarina of All Time for Best Vidya Composer of All Time - Nobuo Uematsu

Nobuo Uematsu stands out among the crowd as one of the most well-known and beloved composers in video game history. For those who don't pay attention to Square Enix or Japanese games, the man has been responsible for practically every Final Fantasy title's soundtrack ever made, exuding mastery over both electronic and orchestral soundtracks.

Between the balls-to-the-wall boss themes, and the soft, somber melodies that make even the angriest manchild tear up, the man always manages to produce some of the finest examples of tone-setting soundtracks imaginable. Lovingly crafted with thought put into every note, Uematsu's legacy will forever be cemented as one of the finest video game composers of all time.

## Home and Hearth Award for Most Relaxing Game - Animal Crossing: New Horizons

What an interesting fluke! The game was delayed  
The team had worked hard, but the crunch held at bay

With love and with care, they made true their vision  
And gave us an island with depth and decisions

Make it your own, either trashy or artful  
Just don't go to auction for Raymond or Marshall

To Animal Crossing, well done, you've succeeded  
And at the right time, gave us just what we needed

... So there you go /v/, this year's most relaxing game. Too bad your shitty opinions and my superior ones are not the same!

[Ram Ranch begins to play in the background, as the announcer grows increasingly distraught and begins to destroy his copy of "Animal Crossing: New Horizons" with an axe]

... God damn it you fuckers! Factorio is so much better! Third place, are you fucking kidding me? You absolute dumb cunts! "Oh, oh, look at me!" "I've got my fucking glassy eyes, triangle nose, fuck face, watering flowers and shit!"

Where is the sense of accomplishment? Where is the sense of satisfying achievement? Your opinions are bad, therefore YOU are bad, cunts!

God, I'm sick of this shit! GOD, I FUCKING HATE /v/! FUCK!

## **Balkanization Award for Worst /v/ Satellite Board - /vmg/ - Video Games/Mobile**

Look, Hiro, let's be real for a second: What were you trying to accomplish with this? Generally you create a solution to try and answer a problem, but the problem already had a solution in the form of /vg/. Did you think this board would be popular? Did you think it would be used? The coomer threads on /v/ haven't stopped. The gacha shilling hasn't stopped. You haven't saved a damn thing. It serves no purpose.

The entire board is just month-old threads about the latest flavor of the month cash grab that's going to hemorrhage its userbase over the next year before swiftly ending service. Threads upon threads upon dead threads of people fawning over bloated numbers and imaginary boat girls.

A medium won't develop if it doesn't have a standard on consumption. Phones are the lowest-common denominator. There's no dexterity involved, there's no tech buy-in, everyone has them already, hell, half the games literally play themselves.

So thanks for giving us another board I guess. I'll try to remember it exists in the future.